

ORK SUBMERSIBLE

POINTS: 350

One of the peculiar machineries invented by the mad Mekaniak known only as Orghamek is the Ork Submersible, first devised for the purposes of surprise assault. Thick-hulled and crude, these improbable machines are heavy duty enough to negotiate storm-wracked seas and poisonous oceans alike. Their cavernous holds are large enough to transport an entire warband of Orks, and they invariably mount massive cannons and torpedos with which to open fire upon the enemy once they have manoeuvred into position.

The Ork Boyz who ride within the bellies of these great metal beasts see them as aquatic battlewagons, and embrace this new form of attack with the gung-ho attitude typical of Greenskins across the galaxy. When a Submersible beaches, usually behind enemy lines, its great metal doors

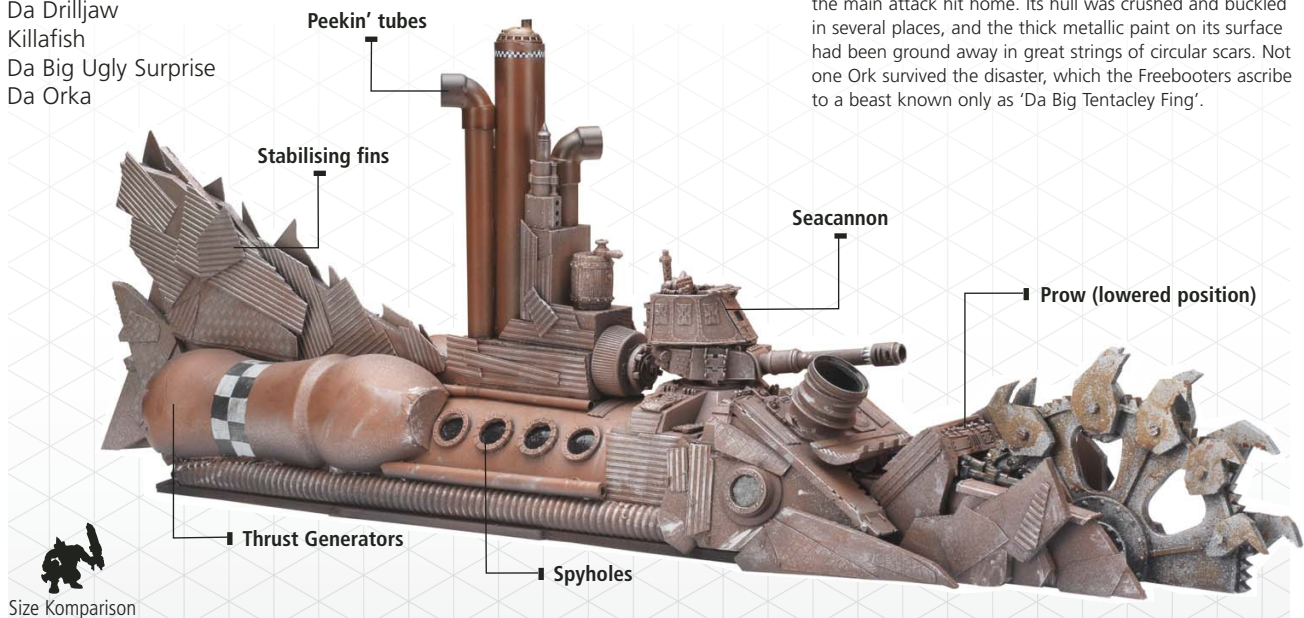
will grind open and whole mobs of Orks will pour forth, hooting and hollering as they splash through the shallows to engage the enemy from an unexpected quarter.

Submersibles were first used in the Third War for Armageddon. Cannibalised and cobbled together from disused Imperial tankers, a flotilla of Submersibles was built in the region known as the Fire Wastes, judged tactically worthless by Imperial Strategos because of its remote location. Ghazghkull and Orghamek demonstrated the folly of this assumption when the Submersibles crossed the ocean between the Fire Wastes and Armageddon Prime. They revealed themselves from the waters around Hive Tempestora in a battlefield coup of such violence and cunning that it wrested the fiercely contested Hive from Imperial hands within the space of a few hours.

Submersibles observed at the Battle for Tempestora:

O.S.S. Snaggletoof
Da Drilljaw
Killafish
Da Big Ugly Surprise
Da Orka

Ork Freebooters often tell of the Submersible Orkilus, which beached to the west of Tempestora a few days after the main attack hit home. Its hull was crushed and buckled in several places, and the thick metallic paint on its surface had been ground away in great strings of circular scars. Not one Ork survived the disaster, which the Freebooters ascribe to a beast known only as 'Da Big Tentaclely Fing'.



Size Komparison

UNIT: 1 Ork Submersible

TYPE: Super-heavy Vehicle

STRUCTURE POINTS: 2

An Ork Submersible has a Transport Capacity of 60 models, has one access point (the prow/jaw) and no fire points.

OPTIONS:

Options: A Submersible can be upgraded to have:

- a Seacannon at +120pts, using the profile below:

WEAPON	RANGE	STR	AP	SPECIAL
Seacannon	90"	9	3	Ordnance, 7" Blast

- Up to three big shootas at +5 points per weapon. These can have the anti-aircraft special rule at a further cost of +5 points per weapon (use normal BS when firing at flyers).

ARMOUR

BS	FRONT	SIDE	REAR
2	13	12	12

SPECIAL RULES

Aquatic Deployment: A Submersible may only enter play at an area that has been designated as water (or equivalent!). This area must be large enough to contain the Submersible model. The Submersible must touch an area of land for its passengers to disembark. Submersibles may never enter play on the first turn. Roll a dice on the second and subsequent turns to see if the Submersible enters play. Once it has entered play the Submersible may not move, but its passengers may disembark and assault as if it were an open-topped vehicle.

	Turn 1	Turn 2	Turn 3	Turn 4
Submersible enters on:	n/a	3+	2+	Automatic